# *Cobra Command* (1988 video game)

*Cobra Command* (コブラコマンド) is a 1988 arcade game developed and published by Data East that was later ported to the NES. It is a side-scroller in which the player flies a heavily armoured helicopter through six stages to destroy enemy tanks, cannons, submarines, and gunboats.[1]

There are missions to Sumatra, Java, Borneo, the South China Sea, Siam and the enemy's headquarters.[2]

## NES Port

The NES Port of Cobra Command which was released the same year as the arcade game, is slightly similar, however unlike the arcade game, the NES version does not scroll automatically, and its gameplay is similar to Choplifter as the main goal for each level is to rescue all of the hostages. Also, throughout the game, the player's helicopter can be upgraded by landing in certain areas.

Recently a port of Cobra Command was announced to be released on the Retro-Bit Super Retro Cade.[3]

## References

1. Robbins, Judd; Robbins, Joshua (1989) *Mastering Nintendo video games*. Hayden Books. p. 152. ISBN 978-0-672-48464-3
2. "Cobra Command" (http://www.mobygames.com/game/cobra-command). Mobygames. 1988. Retrieved 10 June 2014.
3. "Retro-Bit Super Retro-Cade Review – A High-Quality RetroPie Killer" (http://www.gamerevolution.com/review/361545-retro-bit-super-retro-cade-review-a-high-quality-retropie-killer) *GameRevolution*. GameRevolution. Retrieved 12 August 2018.
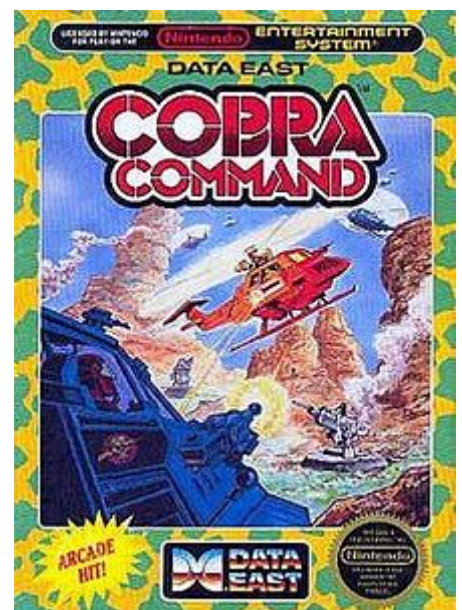
## External links

- *Cobra Command* at the Killer List of Videogames
- Cobra Command at arcade-history

**Cobra Command**



Japanese arcade flyer of *Cobra Command*.

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| **Developer(s)** | Data East |
| **Publisher(s)** | Data East |
| **Composer(s)** | Shogo Sakai<br>Masaaki Iwasaki |
| **Platform(s)** | Arcade, NES |
| **Release** | 1988 (Arcade)<br>November 1988 (NES) |
| **Genre(s)** | Scrolling shooter |
| **Mode(s)** | Single-player, Multiplayer |



Front cover of North American NES version.

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